



Minnesota AAU State Tournament Rules

Games will be played under the National Federation High School (NFHS) rules, except for the following changes/additions/clarifications:

AAU Membership:

Only AAU members may participate. All personnel sitting on the bench must have an AAU athlete or non-athlete membership and coach's wristband. Officials are instructed to check for official wristbands.

Game Timing / Timeouts / Overtimes:

1. **LENGTH OF GAMES:** 2025-2021: 14 minute halves; 2020-2018: 16 minute halves
2. ** All games will be **STOP TIME**. If the game margin is 20 points or more with 8 minutes or less in the game, clock will go to running time. If the margin shrinks below 20, clock will go back to stop time.
3. **TIME OUTS:** Each team shall receive (2) Full and (2) 30-Second time outs per game.
4. **OVERTIME: In Division I & II State tournament games advancing teams to the championship game, 2 minute overtime periods will be played until a winner is determined (no Sudden Death).** For all consolation or friendship games, the first overtime period shall consist of 2 minutes stop time. The second overtime period shall be a Sudden Death situation, with the first team to obtain a two point lead being declared the winner. Each team will receive one additional 30 second timeout for the first overtime period only. No additional timeouts will be granted if the game goes beyond the first overtime. Teams are allowed to carry over timeouts from regulation to all overtime periods.
5. **FORFEIT RULE:** Game time is game time. There is no grace period! A team must have 5 players to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director.
6. **WARM UP:** A minimum of 4 minutes will be given for pregame warm up. Games may start early with mutual consent by both head coaches and both officials.
7. **HALFTIME:** Halftime will be 4 minutes. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

1. **FOULS:** A player fouls out at 5 fouls. 1&1 free throws awarded on the 7th team foul of the half and (2) free throws awarded on and after 10 team fouls.
2. Free Throw **REBOUNDING:** On the release players may enter the lane. Shooter and other players behind the 3 point line may enter the lane as ball touches rim.
3. Any **TECHNICAL FOUL** given to the head coach or assistant coach shall result in the head coach losing their coaching box privileges for the remainder of that game (seatbelt rule).
4. Since we are using volunteers as score-keepers, an error in the official book WILL NOT result in a technical foul.

Other Administrative Rules & Information

1. **HOME** team is listed on the **BOTTOM/SECOND** on Tourney Machine and will wear **DARK** jerseys.
2. **AWAY** team is listed on the **TOP/FIRST** on Tourney Machine and will wear **LIGHT** jerseys.
3. **OFFICIAL BOOK:** Home team must provide the official book at the score table. Individual player accuracy is important, as we are tracking Field Goals Made, 3 Pointers Made, Free Throws Made, Free Throws Attempted.
4. **BASKETBALLS:** A Spaulding or Wilson wide seam basketball should be used when available.
5. **SPORTSMANSHIP:** MN AAU recognizes the importance of sportsmanship in providing a competitive environment that is positive and fun! MN AAU keeps a file on each team/coaching staff and each game official. Disciplinary Action will be taken for those who display poor behavior!
6. **PROTESTS:** Any protest must be done in written form through your club director to MN AAU Girls Basketball Director, Dave Preller.

